

- 1 1. (unchanged) A method of decreasing the playing duration of speech generated from a text  
2 segment, comprising:
  - 3 (a) counting syllables in each word of said text segment; and
  - 4 (b) assigning a playing rate indicator to said each word of said text segment based on a total  
5 number of syllables in said word.
- 1 2. (unchanged) The method of claim 1, further comprising generating speech from said text segment  
2 such that a playing rate of a generated word is according to said playing rate indicator.
- 1 3. (unchanged) The method of claim 2, wherein said playing rate of a given generated word is  
2 increased where the playing rate indicator of said word is indicative of a higher number of syllables  
3 and slowed where the playing rate indicator of said word is indicative of a lower number of syllables.
- 1 4. (unchanged) The method of claim 3, further comprising decreasing the duration of pauses  
2 associated with selected punctuation in said text segment.
- 1 5. (unchanged) The method of claim 1, wherein said playing rate indicator of said each word is  
2 changed when a syllable count of said each word increases above a threshold number of syllables.

1 6. (unchanged) A method of decreasing the playing duration of speech generated from a text  
2 segment, comprising:

- 3 (a) performing a grammatical analysis of said text segment; and  
4 (b) assigning a playing rate indicator to each word of said text segment based on said  
5 grammatical analysis.

1 7. (unchanged) The method of claim 6, further comprising generating speech from said text segment  
2 such that a playing rate of a generated word is according to said playing rate indicator.

1 8. (unchanged) The method of claim 7, further comprising decreasing the duration of pauses  
2 associated with selected punctuation in said text segment.

1 9. (unchanged) The method of claim 8, wherein said grammatical analysis comprises the  
2 identification of a part of speech of the words in the text segment.

1 10. (unchanged) The method of claim 9, wherein said playing rate indicator of said each word is set  
2 to reflect a slow playing rate for certain parts of speech and a fast playing rate for other parts of  
3 speech.

1 11. (unchanged) The method of claim 10, wherein said certain parts of speech comprise nouns.

1 12. (unchanged) The method of claim 11, wherein a word with a playing rate indicator of a slo  
2 playing rate is omitted from the generated speech.

1 13. (unchanged) A method of decreasing the playing duration of speech generated from a text  
2 segment, comprising:

3 (a) comparing each word of said text segment to an inventory of pre-selected words; and

4 (b) assigning a playing rate indicator to said each word of said text segment based on said  
5 comparison.

1 14. (unchanged) The method of claim 13, further comprising generating speech from said text  
2 segment such that a playing rate of a generated word is according to said playing rate indicator.

1 15. (unchanged) The method of claim 14, further comprising decreasing the duration of pauses  
2 associated with selected punctuation in said text segment.

1 16. (unchanged) The method of claim 15, wherein each said playing rate indicator of each word is  
2 set to reflect a slow playing rate when said each word matches an entry in said inventory.

1 17. (unchanged) The method of claim 16, further comprising omitting from the generated speech  
2 a word with a playing rate indicator indicative of a slow playing rate.

1 18. (unchanged) A computing device comprising:

2 (a) a processor;

3 (b) persistent storage memory in communication with said processor, storing processor readable  
4 instructions adapting said device to:

5 (i) receive a text segment;

6 (ii) count syllables in each word of said text segment; and

7 (iii) assign a playing rate indicator to said each word of said text segment based on a total  
8 number of syllables in said word.

1 19. (amended) The computing device of claim 18, wherein said process readable instructions further  
2 adapt said device to:

3 (iv) generate speech from said text segment such that a playing rate of a generated word  
4 is according to said playing rate indicator.

- 1     20. (unchanged) A computing device comprising:
- 2     (a)     a processor;
- 3     (b)     persistent storage memory in communication with said processor, storing processor readable
- 4           instructions adapting said device to:
- 5           (i)     receive a text segment;
- 6           (ii)    perform a grammatical analysis of said text segment; and
- 7           (iii)   assign a playing rate indicator to said each word of said text segment based on said
- 8           grammatical analysis.

- 1     21. (amended) The computing device of claim 20, wherein said process readable instructions further
- 2     adapt said device to:
- 3           (iv)    generate speech from said text segment such that a playing rate of a generated word
- 4           is according to said playing rate indicator.

- 1     22. (unchanged) A computing device comprising:
- 2     (a)     a processor;
- 3     (b)     persistent storage memory in communication with said processor, storing processor readable
- 4            instructions adapting said device to:
- 5            (i)     receive a text segment;
- 6            (ii)    compare each word of said text segment to an inventory of pre-selected words; and
- 7            (iii)   assign a playing rate indicator to said each word of said text segment based on said
- 8            comparison.

- 1     23. (amended) The computing device of claim 22, wherein said process readable instructions further
- 2     adapt said device to:
- 3            (iv)    generate speech from said text segment such that a playing rate of a generated word
- 4            is according to said playing rate indicator.

1 24. (unchanged) A computer readable medium storing computer software that, when loaded into a  
2 computing device, adapts said device to:

- 3 (a) receive a text segment;
- 4 (b) count syllables in each word of said text segment; and
- 5 (c) assign a playing rate indicator to said each word of said text segment based on a total number  
6 of syllables in said word.

1 25. (amended) The computer readable medium of claim 24, wherein said computer software further  
2 adapts said device to:

- 3 (d) generate speech from said text segment such that a playing rate of a generated word is  
4 according to said playing rate indicator.

1 26. (unchanged) A computer readable medium storing computer software that, when loaded into a  
2 computing device, adapts said device to:

- 3 (a) receive a text segment;
- 4 (b) perform a grammatical analysis of said text segment; and
- 5 (c) assign a playing rate indicator to said each word of said text segment based on said  
6 grammatical analysis.

1 27. (amended) The computer readable medium of claim 26, wherein said computer software further  
2 adapts said device to:

3 (d) generate speech from said text segment such that a playing rate of a generated word is  
4 according to said playing rate indicator.

1 28. (unchanged) A computer readable medium storing computer software that, when loaded into a  
2 computing device, adapts said device to:

3 (a) receive a text segment;

4 (b) compare each word of said text segment to an inventory of pre-selected words; and

5 (c) assign a playing rate indicator to said each word of said text segment based on said  
6 comparison.

1 29. (amended) The computer readable medium of claim 28, wherein said computer software further  
2 adapts said device to:

3 (d) generate speech from said text segment such that a playing rate of a generated word is  
4 according to said playing rate indicator.